

ECHO OF SPRING

VR Interactive Narrative Game



Fries Thieves Studio



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Designer



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GAME INTRO

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SPRING

Set in a 1990s all-female dormitory, the game explores identity, emotional repression, and fate through immersive storytelling and atmospheric interaction.

Game Type

VR Interactive Narrative / Suspense & Mystery

Keywords

Chinese Dreamcore · Female-Centered Storytelling · Multi-Endings

Core Features

WuXing fate system tied to player choices

Non-linear storytelling with multi-character soul-switching

Designed for both platform release and public exhibitions



NARRATIVE & VISUAL DESIGN

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Telling Stories Through Space



Dormitory



WOOD
Zhao Yafei



Wood Room



FIRE
Zhao Yamin



Fire Room



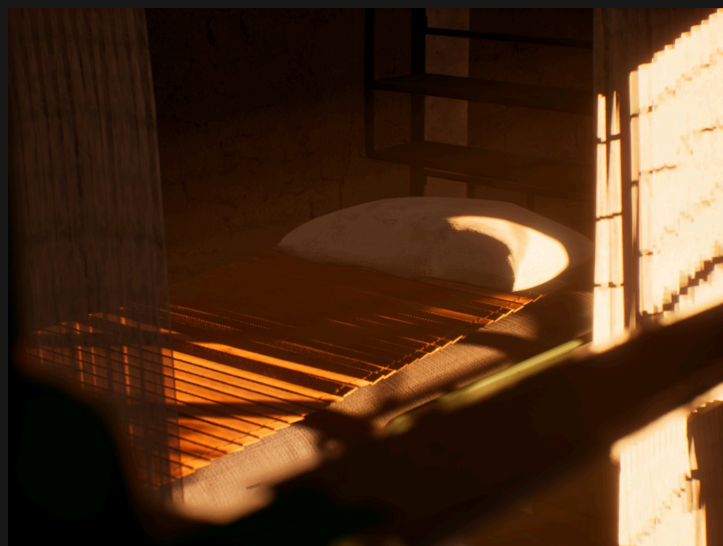
EARTH
Wang Yan



Water Room



WATER
Shen Zhaodi



GAMEPLAY

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From Narrative to Interaction

Echo of Spring transforms narrative into embodied gameplay. Players explore the dormitory and memory rooms from a first-person VR perspective, uncovering the story through physical interaction. The entire story unfolds through immersive action—not through cutscenes, but through what the player does and discovers.



Matching



Breaking



Performing



Wishing

DEMO & EXHIBITIONS

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In the last month, we participated in **2 public exhibitions**, with **over 50 players** testing our demo. The valuable feedback we received has guided our ongoing iteration and refinement of the game.

